

DANIIL MARKELOV

MACHINE LEARNING
ENGINEER / PROGRAMMER

CONTACT INFORMATION

647-525-9196
markelovdp@gmail.com
Discord: CubeMD#2908
github.com/CubeMD

PERSONAL PROFILE

I am a **machine learning enthusiast** striving to bring intelligent systems into game development.
I enjoy **creating games** as well as solving them with **machine learning**.
I am also interested in variety of topics ranging from math to astrophysics and use this knowledge to solve daily programming challenges.

SKILLS AND ABILITIES

- **Programming Languages:**
C#, Python
- **Libraries:**
Tensorflow, PyTorch
- **IDEs:**
Rider, PyCharm
- **Game engines:**
Unity, Unreal
- **Languages:**
Russian, English, French
- **Version control:**
GitHub
- **Organization:**
Jira, Trello

PROJECTS

Fealty To The King

AI and Gameplay programmer

- Co-designed the game mechanics
- Designed perception and action systems for AI
- Trained an agent using adversarial self-play

Doodle Jump

Solo Developer / AI programmer

- Developed the game
- Designed different agents and compared their performance
- Experimented with training pipelines

EXPERIENCE

Game developer / Programmer

Comet studios (2020 - Present)

- Co-programmed gameplay and balanced progression
- Developed weapons and collectibles
- Developed behaviors for enemies and wave generation system

EDUCATION

Centennial college

Advanced diploma in Game Development

Acquired skills related to:

- Programming
- Project Management
- Game design

Udacity

Deep Reinforcement Learning Nanodegree Program

Acquired skills related to:

- Deep Reinforcement Learning Paradigm
- Value based methods
- Policy based methods
- Multiagent training methods